Creational Design Patterns - Cheat Sheet

Mnemonic: "Smart Friends Always Build Projects"

S = Singleton

F = Factory

A = Abstract Factory

B = Builder

P = Prototype

Pattern	What It Does	What You Achieve
Singleton	One instance only	Centralized control, memory saving
Factory	Creates one family of objects	Decouples creation from use
Abstract Factory	Factory of Factories	Creates families of related objects
Builder	Step-by-step construction	Readable, avoids complex constructors
Prototype	Clone existing object	Quick copy, saves creation cost

Quick Revision Notes:

- Singleton: One instance only.

- Factory: Centralized object creation via factory method.

- Abstract Factory: Factory of Factories, creates families of objects.

- Builder: Step-by-step construction of complex objects.

- Prototype: Creates new objects by cloning existing ones.